Stefano Triberti

List of Publications by Year
in descending order

81 papers	2,264 citations	304368 22 h-index	276539 41 g-index
89 all docs	89 docs citations	89 times ranked	2639 citing authors

#	ARTICLE	IF	CITATIONS
1	The use of immersive 360° videos for foreign language learning: a study on usage and efficacy among high-school students. Interactive Learning Environments, 2023, 31, 1906-1921.	4.4	19
2	Team Formation for Human-Artificial Intelligence Collaboration in the Workplace: A Goal Programming Model to Foster Organizational Change. IEEE Transactions on Engineering Management, 2023, 70, 1966-1976.	2.4	19
3	The self's choice: Priming attentional focus on bodily self promotes loss frequency bias. Current Psychology, 2023, 42, 378-389.	1.7	7
4	Cancer patients' participation and commitment to psychological interventions: a scoping review. Psychology and Health, 2022, 37, 1022-1055.	1.2	21
5	Artificial Intelligence in Healthcare Practice: How to Tackle the "Human" Challenge. Intelligent Systems Reference Library, 2022, , 43-60.	1.0	5
6	A Scoping Review of Flow Research. Frontiers in Psychology, 2022, 13, 815665.	1.1	16
7	Social distancing is the right thing to do: Dark Triad behavioral correlates in the COVID-19 quarantine. Personality and Individual Differences, 2021, 170, 110453.	1.6	46
8	Flowing Technologies: The Role of Flow and Related Constructs in Human-Computer Interaction. , 2021, , 393-416.		9
9	Augmenting Surgery: Medical Students' Assessment and Ergonomics of 3D Holograms vs. CT Scans for Pre-Operative Planning. EAI Endorsed Transactions on Pervasive Health and Technology, 2021, 7, 167844.	0.7	8
10	The Motivation Journey: A Grounded Theory Study on Female Cancer Survivors' Experience of a Psychological Intervention for Quality of Life. International Journal of Environmental Research and Public Health, 2021, 18, 950.	1.2	18
11	In the eye of a quiet storm: A critical incident study on the quarantine experience during the coronavirus pandemic. PLoS ONE, 2021, 16, e0247121.	1.1	19
12	The Efficacy of Psychological Intervention on Body Image in Breast Cancer Patients and Survivors: A Systematic-Review and Meta-Analysis. Frontiers in Psychology, 2021, 12, 611954.	1.1	39
13	Personality Traits and Cardiotoxicity Arising From Cancer Treatments: An Hypothesized Relationship. Frontiers in Psychology, 2021, 12, 546636.	1.1	0
14	The Impact of Unsupportive Social Support on the Injured Self in Breast Cancer Patients. Frontiers in Psychology, 2021, 12, 722211.	1.1	23
15	A 6-Month Follow-Up Study on Worry and Its Impact on Well-Being During the First Wave of COVID-19 Pandemic in an Italian Sample. Frontiers in Psychology, 2021, 12, 703214.	1.1	20
16	Behind a Digital Mask: Users' Subjective Experience of Animated Characters and Its Effect on Source Credibility. Interacting With Computers, 2021, 33, 499-510.	1.0	2
17	Psychological Benefits of a Sport-Based Program for Female Cancer Survivors: The Role of Social Connections. Frontiers in Psychology, 2021, 12, 751077.	1.1	13
18	Editorial: On the "Human" in Human-Artificial Intelligence Interaction. Frontiers in Psychology, 2021, 12, 808995.	1.1	5

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19	Patient empowerment for cancer patients through a novel ICT infrastructure. Journal of Biomedical Informatics, 2020, 101, 103342.	2.5	35
20	Validation of the Italian Version of the Brief Emotional Intelligence Scale (BEIS-10). Psychological Reports, 2020, 124, 003329412095977.	0.9	8
21	Propelling Health Care into the Twenties. Biomedicine Hub, 2020, 5, 1-53.	0.4	9
22	Is Explanation a Marketing Problem? The Quest for Trust in Artificial Intelligence and Two Conflicting Solutions. Public Health Genomics, 2020, 23, 2-5.	0.6	11
23	Do You Transfer Your Skills? From Sports to Health Management in Cancer Patients. Frontiers in Psychology, 2020, 11, 546.	1.1	15
24	A "Third Wheel" Effect in Health Decision Making Involving Artificial Entities: A Psychological Perspective. Frontiers in Public Health, 2020, 8, 117.	1.3	39
25	A "P5" Approach to Healthcare and Health Technology. , 2020, , 3-17.		13
26	Cognitive Biases in Chronic Illness and Their Impact on Patients' Commitment. Frontiers in Psychology, 2020, 11, 579455.	1.1	15
27	Injured Self: Autobiographical Memory, Self-Concept, and Mental Health Risk in Breast Cancer Survivors. Frontiers in Psychology, 2020, 11, 607514.	1.1	21
28	User-Centered Design Approaches and Methods for P5 eHealth. , 2020, , 155-171.		4
29	Avatars for Clinical Assessment. Advances in Psychology, Mental Health, and Behavioral Studies, 2020, , 313-341.	0.1	1
30	Parental Attitudes toward Videogames at School. Computers in the Schools, 2019, 36, 188-204.	0.4	2
31	"You do not get cancer by chance" Communicating the role of environmental causes in cancer diseases and the risk of a "guilt rhetoric" Psycho-Oncology, 2019, 28, 2422-2424.	1.0	11
32	Bridging Museum Mission to Visitors' Experience: Activity, Meanings, Interactions, Technology. Frontiers in Psychology, 2019, 10, 2092.	1.1	22
33	How to Train Your Health: Sports as a Resource to Improve Cognitive Abilities in Cancer Patients. Frontiers in Psychology, 2019, 10, 2096.	1.1	16
34	Avatars and the Disease: Digital Customization as a Resource for Self-Perception Assessment in Breast Cancer Patients. Cyberpsychology, Behavior, and Social Networking, 2019, 22, 558-564.	2.1	17
35	User-Centered Virtual Reality for Promoting Relaxation: An Innovative Approach. Frontiers in Psychology, 2019, 10, 479.	1.1	65
36	Comparison of relaxation techniques in virtual reality for breast cancer patients. , 2019, , .		9

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37	Toward Emotionally Adaptive Virtual Reality for Mental Health Applications. IEEE Journal of Biomedical and Health Informatics, 2019, 23, 1877-1887.	3.9	37
38	eHealth for improving quality of life in breast cancer patients: A systematic review. Cancer Treatment Reviews, 2019, 74, 1-14.	3.4	131
39	Videogames for Emotion Regulation: A Systematic Review. Games for Health Journal, 2018, 7, 85-99.	1.1	172
40	A P5 Approach to m-Health: Design Suggestions for Advanced Mobile Health Technology. Frontiers in Psychology, 2018, 9, 2066.	1.1	42
41	The ActiveAgeing Mobile App for Diabetes Self-management: First Adherence Data and Analysis of Patientsâ€™ in-App Notes. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 129-138.	0.2	1
42	What matters is when you play: Investigating the relationship between online video games addiction and time spent playing over specific day phases. Addictive Behaviors Reports, 2018, 8, 185-188.	1.0	59
43	Mixed Reality for Cross-Cultural Integration: Using Positive Technology to Share Experiences and Promote Communication. Frontiers in Psychology, 2018, 9, 1223.	1.1	19
44	On Social Presence. Advances in Educational Technologies and Instructional Design Book Series, 2018, , 20-41.	0.2	6
45	User engagement. , 2018, , 271-289.		12
46	Assessing the Emotional State of Job Applicants Through a Virtual Reality Simulation: A Psycho-Physiological Study. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2017, , 119-126.	0.2	9
47	Changing Avatars, Changing Selves? The Influence of Social and Contextual Expectations on Digital Rendition of Identity. Cyberpsychology, Behavior, and Social Networking, 2017, 20, 501-507.	2.1	36
48	Virtual Reality as a Potential Tool to Face Frailty Challenges. Frontiers in Psychology, 2017, 8, 1541.	1.1	6
49	Developing Emotional Design: Emotions as Cognitive Processes and their Role in the Design of Interactive Technologies. Frontiers in Psychology, 2017, 8, 1773.	1.1	51
50	Towards Adaptive Ambient In-Vehicle Displays and Interactions: Insights and Design Guidelines from the 2015 AutomotiveUI Dedicated Workshop. Human-computer Interaction Series, 2017, , 325-348.	0.4	7
51	Ageing Positively with Digital Games. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2017, , 148-155.	0.2	7
52	Healthy Avatars, Healthy People. Advances in Medical Diagnosis, Treatment, and Care, 2017, , 247-275.	0.1	9
53	New Technologies as Opportunities for Flow Experience: A Framework for the Analysis. , 2016, , 249-263.		7
54	The quest for engaging AmI: Patient engagement and experience design tools to promote effective assisted living. Journal of Biomedical Informatics, 2016, 63, 150-156.	2.5	46

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55	Unconscious goal pursuit primes attitudes towards technology usage: A virtual reality experiment. Computers in Human Behavior, 2016, 64, 163-172.	5.1	18
56	Exploration of virtual body-representation in adolescence: the role of age and sex in avatar customization. SpringerPlus, 2016, 5, 740.	1.2	30
57	Press to grasp: how action dynamics shape object categorization. Experimental Brain Research, 2016, 234, 799-806.	0.7	4
58	Virtual Reality Body Swapping: A Tool for Modifying the Allocentric Memory of the Body. Cyberpsychology, Behavior, and Social Networking, 2016, 19, 127-133.	2.1	140
59	This Drives Me Nuts!. Advances in Psychology, Mental Health, and Behavioral Studies, 2016, , 266-289.	0.1	4
60	No Man Is a Monkey Island: Individual Characteristics Associated with Gamers' Preferences for Single or Multiplayer Games. Lecture Notes in Computer Science, 2016, , 342-347.	1.0	1
61	Positive and Transformative Technologies for Active Ageing. Studies in Health Technology and Informatics, 2016, 220, 308-15.	0.2	17
62	Engaging Users to Design Positive Technologies for Patient Engagement: the Perfect Interaction Model. , 2015, , 56-65.		8
63	Evaluating Patient Engagement and User Experience of a Positive Technology Intervention: The H-CIM Case. , 2015, , .		1
64	Positive Technology for Enhancing the Patient Engagement Experiences. , 2015, , .		6
65	Moral positioning in video games and its relation with dispositional traits: The emergence of a social dimension. Computers in Human Behavior, 2015, 50, 1-8.	5.1	26
66	eHealth for Patient Engagement: A Systematic Review. Frontiers in Psychology, 2015, 6, 2013.	1.1	290
67	Being Present in Action: A Theoretical Model About the "Interlocking" Between Intentions and Environmental Affordances. Frontiers in Psychology, 2015, 6, 2052.	1.1	36
68	Presence-Inducing Media for Mental Health Applications. , 2015, , 283-332.		33
69	Patient Engagement A Consumer-Centered Model to Innovate Healthcare. , 2015, , .		45
70	Giving (Back) a Role to Patients in the Delivery of Healthcare Services: Theoretical Roots of Patient Engagement. , 2015, , 13-26.		7
71	Being in an Avatar: Action and Embodiment in a Digital Me. Studies in Health Technology and Informatics, 2015, 219, 107-11.	0.2	0
72	Psychological Factors Influencing the Effectiveness of Virtual Reality–Based Analgesia: A Systematic Review. Cyberpsychology, Behavior, and Social Networking, 2014, 17, 335-345.	2.1	125

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73	Toward a validation of cyber-interventions for stress disorders based on stress inoculation training: a systematic review. Virtual Reality, 2014, 18, 73-87.	4.1	61
74	Serious Games as Positive Technologies for Individual and Group Flourishing. Studies in Computational Intelligence, 2014, , 221-244.	0.7	20
75	Enabling eHealth as a Pathway for Patient Engagement: a Toolkit for Medical Practice. Studies in Health Technology and Informatics, 2014, 199, 13-21.	0.2	26
76	Positive Technology for Healthy Living and Active Ageing. Studies in Health Technology and Informatics, 2014, 203, 44-56.	0.2	6
77	Is virtual reality always an effective stressors for exposure treatments? some insights from a controlled trial. BMC Psychiatry, 2013, 13, 52.	1.1	54
78	This Drives Me Nuts!. , 0, , 271-294.		1
79	Healthy Avatars, Healthy People. , 0, , 1147-1168.		0
80	Healthy Avatars, Healthy People. , 0, , 1451-1472.		0
81	How to make big decisions: A cross-sectional study on the decision making process in life choices. Current Psychology, 0, , 1.	1.7	1